

SEGA™

INSTRUCTION MANUAL

DOUBLE DRAGON™

The Shadow Falls™

SEGA™



 **TRADEWEST**
*An Interactive
Entertainment Company*



LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game--dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions--IMMEDIATELY discontinue use and consult your physician before resuming play.**

HANDLING YOUR SEGA CARTRIDGE

The SegaTMGenesisTMCartridge is intended for use exclusively on the SegaTMGenesisTMSystem.

Do not bend it, crush it or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional break during extended play, to rest yourself and the SegaTMCartridge.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.



This official seal is your assurance that this product meets the highest quality standards of SEGATM. Buy games and accessories with this seal to be sure that they are compatible with the SEGATMGENESISTM SYSTEM.

WITH THE DEFECTION OF JIMMY
LEE, THE SHADOW MASTER
MUST RECRUIT A NEW
SECOND IN COMMAND...

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GOOD TO BE BACK ON THE
LIGHT SIDE, BRO! LET'S
CLEAN-UP THIS TOWN!

HOLD ON, JIMMY,
THERE'S SOMETHING
YOU NEED TO KNOW...





GETTING STARTED

1. Turn the power OFF on your SEGA GENESIS™

WARNING: Never try to insert or remove a Game Cartridge when the power is ON.

2. Make sure Controllers are plugged securely into the ports of the SEGA GENESIS™.
3. Insert the Sega Cartridge into the slot on the SEGA GENESIS™. Press firmly to lock the Game Cartridge in place.
4. Turn the power switch ON.
5. When you see the **"DOUBLE DRAGON V The Shadow Falls™"** logo screen, press START to begin the game and get to the Main Menu.





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ROB ATESALP
SOUND EFFECTS
ORPHEUS HANLEY

IN THE
DRAGON
DOJO...

THERE ARE **FOUR FIGHT MODES**:
TOURNAMENT, VS BATTLE, QUEST,
BATTLE DEMO AND
TWO ADMINISTRATIVE MODES:
DOSSIERS & OPTIONS.

WHAT
ARE ALL
THESE
MODES
FOR?



OPTIONS

HERE ARE SEVERAL THINGS
TO MAKE GAME PLAY
COOLER!

OPTIONS

DIFFICULTY	NORMAL
FIVE LIVES	50
CONTROLLERS	3
POSITIVE	00
SOUND EFFECTS	00
WAVE TEST	0
SOUND TEST	0
CUSTOMIZE CONTROLS	

SCROLL **UP/DOWN**
AND **LEFT/RIGHT**
WITH THE CONTROL PAD.

ALL CHANGES LEFT SHOWING
WHEN YOU EXIT THE SCREEN
BY PUSHING **START**
WILL BE ACTIVE.

NOW,
LET'S LOOK AT
THE **SPECIFICS...**

YEAH, I
GET IT!

PICK ONE OF FOUR
LEVELS OF
DIFFICULTY:
NORMAL, HARD, PRO
OR IF YOU'RE
REALLY DENSE,
PICK EASY.



PICK ONE OF FOUR
TIME LIMITS:
INFINITY, 30, 60,
OR 90 SEC.



PICK
NUMBER OF
CONTINUES.
(0 - 5)



SELECT **MUSIC**.
EITHER ON OR
OFF.



SELECT **SOUND
EFFECTS**, ON OR OFF.



MUSIC TEST AND
SOUND TEST ALLOW
YOU TO HEAR ALL
THE AUDIO IN THE
GAME...
JUST FOR FUN!



REMEMBER...YOU
CAN USE **EITHER**
THE **3-BUTTON** OR
THE **6-BUTTON**
CONTROLLER....

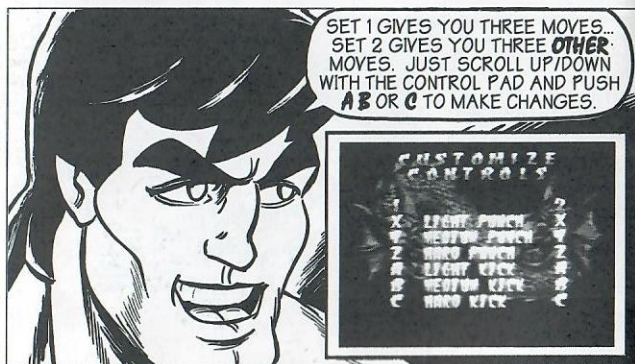
...THEY JUST WORK
DIFFERENTLY!

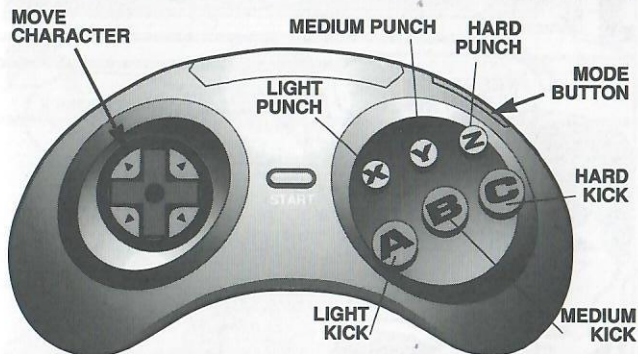
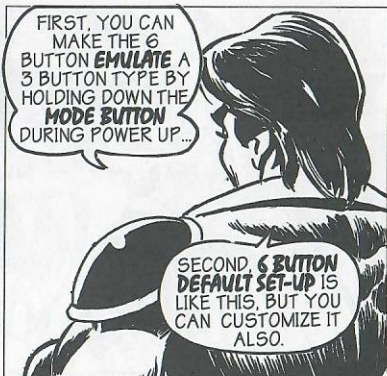


CHECK OUT
**CUSTOMIZE
CONTROLS** ON THE
NEXT PAGE AND
RETURN TO THE
OPTIONS SCREEN
WHEN DONE.



USING THE CONTROLLERS



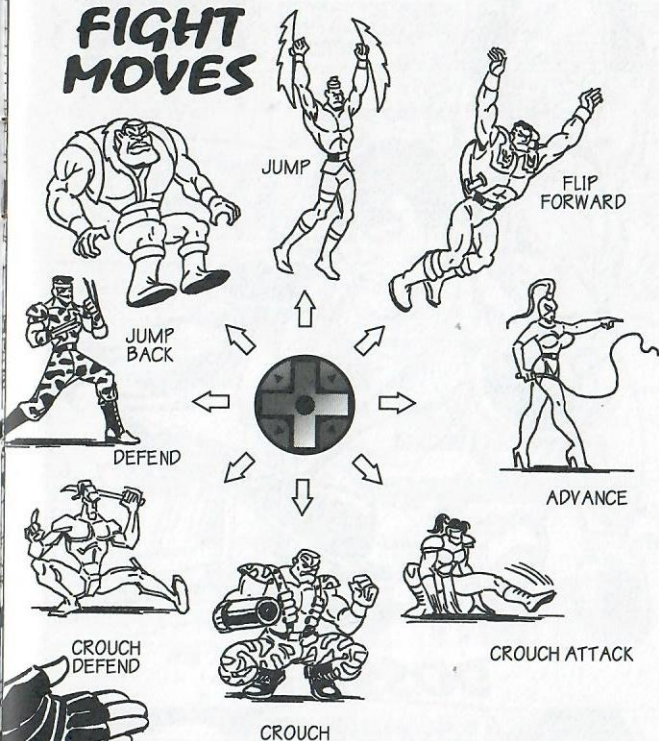




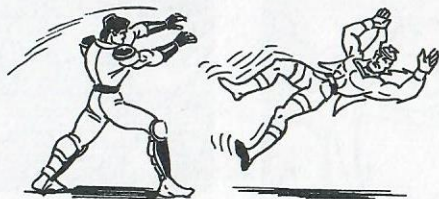
HERE ARE THE **BASIC**
FIGHT MOVES.

GREAT! LEMMEE
STUDY THIS A
MINUTE.

BASIC FIGHT MOVES

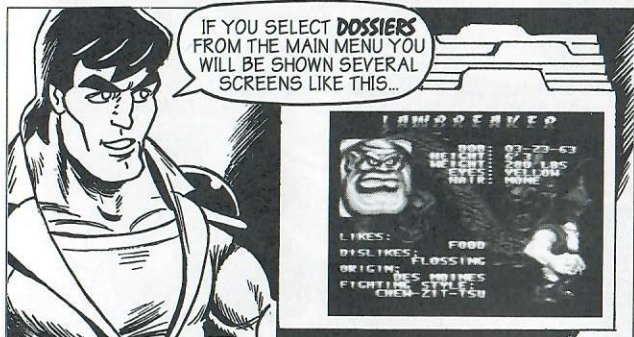


YOU CAN ALSO **GRAB & THROW**, IF YOU'RE CLOSE TO AN OPPONENT, BY ADVANCING AND PRESSING CERTAIN **ACTION** BUTTONS!





DOSSIERS





SCROLL LEFT/RIGHT WITH
THE CONTROL PAD TO
VIEW THIS INFO.

BILLY LEE

FIRSTBORN SON
OF THE UNION
BETWEEN THE
VIRGINIA LEE
FAMILY AND
CHINESE LEE
CLAN. BILLY
PROFESSES AN
INTEREST IN
NEW AGE
STUDIES. HE
CAN SING AND
HE LIKES TO
LINE-DANCE.
ESPECIALLY
PROUD OF HIS
EXTENSIVE
COLLECTION
OF COWBOY
BOOTS.



DOB: 10-23-69
HEIGHT: 6'2"
WEIGHT: 210 LBS
EYES: BLUE
HAIR: BLACK



LIKES: MILK
DISLIKES: SHADOW MASTER
ORIGIN: METRO CITY
FIGHTING STYLE:
ART OF THE DRAGON

SPECIAL MOVE:
DRAGON SHOCK: B, F+P

JIMMY LEE



TWIN BROTHER OF BILLY AND
ANNOYING COUNTERPOINT TO
BILLY'S GOOD QUALITIES. JIMMY
HAS A RUNAWAY MOUTH THAT HAS
BECOME ENCUMBERED WITH HIS
FEET ON MORE THAN ONE OCCASION.
SPENDS A LOT OF TIME IN FRONT OF
THE MIRROR.

LIKES: VIDEO GAMES
DISLIKES: BAD HAIR DAYS
ORIGIN: METRO CITY
FIGHTING STYLE: SHADOW DRAGON

DOB: 10-23-69
HEIGHT: 6'1"
WEIGHT: 205 LBS
EYES: BLUE
HAIR: BLONDE

SPECIAL MOVE:
DRAGON FIRE: B, F+P



BLADE



RECEIVED HIS FIRST PROSTHETIC IMPLANTS DURING THE WAR. THE INDIGNITIES OF HIS BATTLE EXPERIENCE, PLUS THE EVENTUAL TOTAL REMOVAL OF HIS CARDIAC SYSTEM HAVE LEFT BLADE CRUEL AND HEARTLESS. NOT GIVEN TO EMOTIONAL OUTBURSTS, HE IS CAPABLE OF INFLECTING GREAT PAIN WITHOUT CONSCIENCE HAS BEEN KNOWN TO SHED TEARS OVER A PERFECT SOUFFLE.

DOB: 9-07-69
HEIGHT: 6' 2"
WEIGHT: 240 LBS
EYES: GRAY
HAIR: BLACK

LIKES: GOURMET CUISINE
DISLIKES: FAST FOOD
ORIGIN: PARIS, FRANCE
FIGHTING STYLE: SLICE AND DICE

SPECIAL MOVE:
TORPEDO: B, F+P

BONES



DOB: SAME AS DUST
HEIGHT: 5' 10"
WEIGHT: 72 LBS
EYES: RED
HAIR: DECOMPOSED

LIKES: MARROWLYN MONROE
DISLIKES: DOGS
ORIGIN: SIX FEET UNDER
FIGHTING STYLE:
STICKS AND STONES

SPECIAL MOVE:
GUN SHOT: F, DF, D+K

FORMERLY A VALET TO KING SARGON 11, BONES WAS CONSEQUENTLY ENTOMBED WITH HIS MASTER WHEN HE DIED. RATTLES WHEN HE WALKS, SO HE CANT SNEAK UP ON ANYONE. THE QUESTION OF WHETHER OR NOT BONES IS ACTUALLY ALIVE HAS NEVER BEEN FULLY ANSWERED. FAVORITE SONG IS "SHAKE, RATTLE & ROLL".

COUNTDOWN



ASSEMBLED DURING THE LAST NIGHT OF MARDI GRAS, HE WAS A FACTORY REJECT FROM THE INFAMOUS BATON ROUGE BIONICS LAB AND WAS SOLD AS ELECTRONICS SCRAP TO A LOW-PROFILE CALIFORNIA GAME COMPANY. NO MATTER, HAS BEEN HEARD TO MUTTER TO HIMSELF, "THE ONLY WAY TO BE SURE IS TO NUKE THE SITE FROM ORBIT". DURING HIS SPARE TIME, PLAYS ACCORDION WITH A ZYDECO BAND.

LIKES: NEW YEAR'S EVE
DISLIKES: DMV EYE TESTS
ORIGIN: NEW ORLEANS, LA
FIGHTING STYLE: DISSIN'

DOB: CYBORG TYPE
0041 ALPHA
HEIGHT: 6' 1"
WEIGHT: 225 LBS
EYES: BROWN
HAIR: BLACK

SPECIAL MOVE:

MISSILE SHOT: F, DF, D+K

DOMINIQUE

BORN AT A TIME WHEN AGGRESSIVE WOMEN WERE FEARED IN THE FASHION WORLD, DOM WAS COMPELLED TO WEAR MOSTLY SWEAT-SUITS AND STUFF. NOT A RUFFLES AND LACE TYPE, SHE EVENTUALLY CAME TO APPRECIATE FLEECE AND SPANDEX TOGS. LIKES TO GO FOR THE "BURN". NOT SOMEONE YOU WOULD TAKE HOME TO MEET YOUR PARENTS. AND DON'T CALL HER "BABE".



LIKES: AEROBICS.
DISLIKES: FLAB.
ORIGIN: BRONX, NY
FIGHTING STYLE: DIRTY

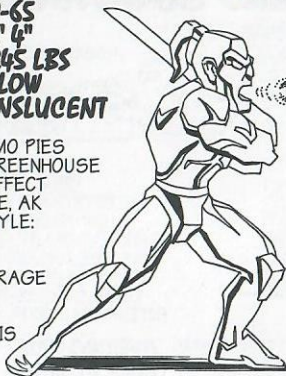
DOB: NOT TELLING
HEIGHT: 5' 11"
WEIGHT: NO CONCERN
OF YOURS
EYES: BLUE
HAIR: BLACK

ICEPICK

DOB: 2-20-65
HEIGHT: 6'4"
WEIGHT: 245 LBS
EYES: YELLOW
HAIR: TRANSLUCENT

LIKES: ESKIMO PIES
DISLIKES: GREENHOUSE
 EFFECT
ORIGIN: NOME, AK
FIGHTING STYLE:
 ICEKIDO

WITH AN AVERAGE
 BODY TEMP-
 ERATURE OF
 30°, ICEPICK IS
 INDEED A
 COOL DUDE.
 HE HAS
 BEEN
 ACC-
 USED OF BEING COLD AND
 UNFEELING



WHEN THE TRUTH IS
 THAT ICEPICK LONGS
 FOR A NORMAL
 RELATIONSHIP WITH
 THOSE OF HIS OWN
 KIND. PROBLEM IS,
 HE'S ONE OF A KIND.
 MAKES THE BEST
 HOMEMADE ICE
 CREAM IN THE
 SHADOW WORLD AND
 IS AN AVID SKIER.

SPECIAL MOVE:
ICEBALL: B, F+D

JAWBREAKER



DOB: 3-23-63
HEIGHT: 6'3"
WEIGHT: 280 LBS
EYES: YELLOW
HAIR: NONE

LIKES: ANYTHING EDIBLE
DISLIKES: FLOSSING
ORIGIN: DES MOINES, IA
FIGHTING STYLE:
 CHEW-ZIT-TSU

BREAKER HAILS FROM THE MID-
 WEST, WHERE YEARS OF SURVIVING
 ON THE GREAT PLAINS ENABLED HIM
 TO EAT ANYTHING, BUT HE'S
 ESPECIALLY FOND OF TRAILER
 HITCHES AND BUNGEE CORDS. COULD
 DEFINITELY BE CALLED THE WORLD'S
 GREATEST CONSUMER.

SPECIAL MOVE:
FLYING HEADBUTT: F, F+D

SEKKA

DESPITE TWO LOVING PARENTS, SEKKA WAS NOT A NORMAL KID. KEPT AN EXTENSIVE COLLECTION OF PET ROCKS. YEARS OF RIDICULE FROM OTHER KIDS LED HER TO DEVELOP A SKIN SO THICK THAT IT EVENTUALLY EVOLVED INTO ARMOR PLATING. SHE ALSO BECAME ADEPT AT MARTIAL ARTS BUT SUSTAINED MANY INJURIES, WHICH LED HER TO ACQUIRE SEVERAL BIONIC PROSTHESES. SHE DOES HER OWN HAIR.



LIKES: TALK SHOWS
DISLIKES: INFOMERCIALS
ORIGIN: SILICON VALLEY, CA
FIGHTING STYLE: RE BOOT TSU

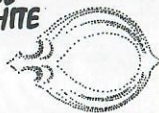
DOB: 5-21-70
HEIGHT: 5' 10"
WEIGHT: 115 LBS
EYES: GREEN
HAIR: BLACK

SPECIAL MOVE: **CLAW ROLL ATTACK:**
D, DB, B+P

SHADOW MASTER



DOB: CENTURIES AGO
HEIGHT: 6' 5"
WEIGHT: 250 LBS
EYES: RED
HAIR: WHITE



LIKES: NIGHTLIFE
DISLIKES: DAYTIME TV
ORIGIN: NIGHTMARES
FIGHTING STYLE:
ART OF THE SHADOW

EVIL INCARNATE. CANT SAY ENOUGH BAD THINGS ABOUT THIS DUDE. HAS WREAKED HAVOC THROUGHOUT THE AGES. WAS PERSONALLY RESPONSIBLE FOR THE BLACK PLAGUE AND BOTH WORLD WARS, AS WELL AS THE CURRENT HEALTH CARE CRISIS IN THE USA. HIS ABILITY TO PERVERT NORMALLY INTELLIGENT BEINGS FOR HIS OWN PURPOSES MAKES HIM CLEARLY DANGEROUS.

SICKLE



DOB: 7-23-64
HEIGHT: 6'1"
WEIGHT: 215 LBS
EYES: BROWN
HAIR: RED

A LIFELONG BITTERNESS AND GENERAL LOATHING OF UNTIDY HUMAN HAIR FOLLICLES LED SICKIE TO DEVELOP A SET OF PARTICULARLY NASTY WEAPONS, FOR WHICH HE IS NAMED. HE ENJOYS LONG WALKS IN THE RAIN AND ENDLESS HOURS AT HIS GRINDING WHEEL SHARPENING THE SICKLES. FAVORITE MOVIE IS EDWARD SCISSORHANDS.

LIKES: STYLING MOUSSE
DISLIKES: DULL KNIVES
ORIGIN: HOLLYWOOD, CA
FIGHTING STYLE: SU GIN

SPECIAL MOVE:
ENERGY BLADE: D, DF, F+P

TRIGGER HAPPY

DOB: 4-21-59
HEIGHT: 6'2"
WEIGHT: 270 LBS
 (WITH GUN)
EYES: BROWN
HAIR: SILVER



LARGE HULK FASCINATED WITH PYROTECHNICS AND PROJECTILES OF ALL KINDS. SURPRISINGLY FOND OF KNITTING AND DESIGNING HIS OWN VERSIONS OF KEVLAR ARMORED FABRIC. HIS PRIZED POSSESSION IS A GOLD-PLATED NAIL GUN AWARDED HIM BY THE METRO CITY CARPENTER'S UNION. **LIKES:** CREW CUTS **DISLIKES:** BALLET **ORIGIN:** BARSTOW, CA **FIGHTING STYLE:** LOCK AND LOAD

SPECIAL MOVE:
ROCKET UPPER CUT:
 F, DF, D+P

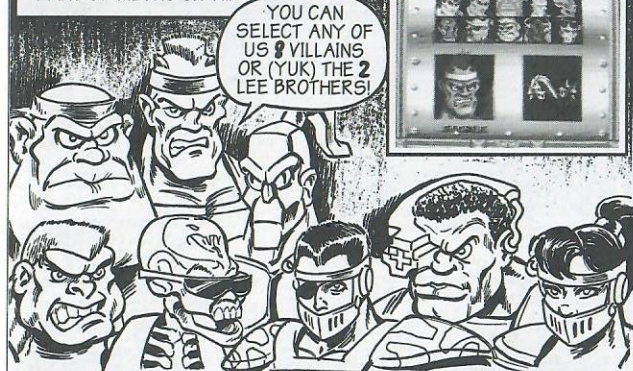
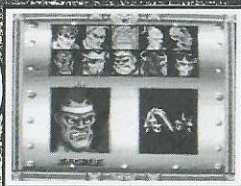


PUSH **START** TO GET BACK TO THE MAIN MENU...AND SELECT ONE OF THE FOUR FIGHT MODES, THAT SENDS YOU TO THE **CHARACTER SELECTION** SCREEN..

CHARACTER SELECTION

MEANWHILE, IN ANOTHER
PART OF METRO CITY...

YOU CAN
SELECT ANY OF
US 8 VILLAINS
OR (YUK) THE 2
LEE BROTHERS!



SCROLL WITH
THE CONTROL
PAD AND NUKE
YOUR
CHOICE WITH
THE **START**
BUTTON.



YO! THE
**A,B,C,
(X,Y,Z)**
BUTTONS
CAN
BE USED
TO CHANGE
THE COLOR
OF YOUR
CHARACTER
YUM, YUM!



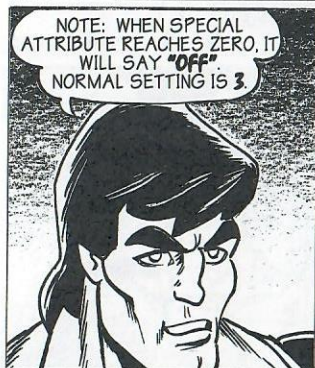
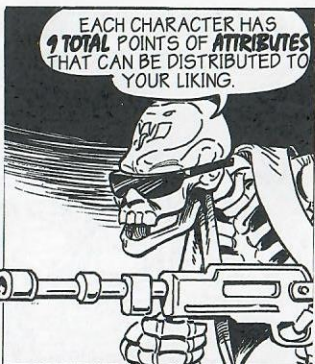
ONCE EACH PLAYER HAS
SELECTED HIS CHARAC-
TER THE SCREEN
WILL FADE TO
ATTRI-
BUTES.



LET'S
TAKE A LONG,
COLD LOOK AT
SOME OF THE
ATTRIBUTES
ON THE NEXT
PAGE...



ATTRIBUTES

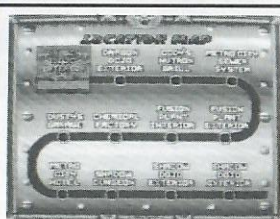


BATTLE LOCATIONS

BACK AT THE
DRAGON DOJO

C'MERE, JIMMY,
I WANT TO SHOW
YOU SOMETHING.

THERE ARE **12** FIGHT ARENAS
IN METRO CITY. SCROLL WITH
THE CONTROL PAD TO THE
LOCATION OF YOUR CHOICE AND
SELECT WITH **ANY** BUTTON.



(THE LOCATION IS SELECTED
BY THE FIRST PLAYER TO
PUSH THE **START** BUTTON.)

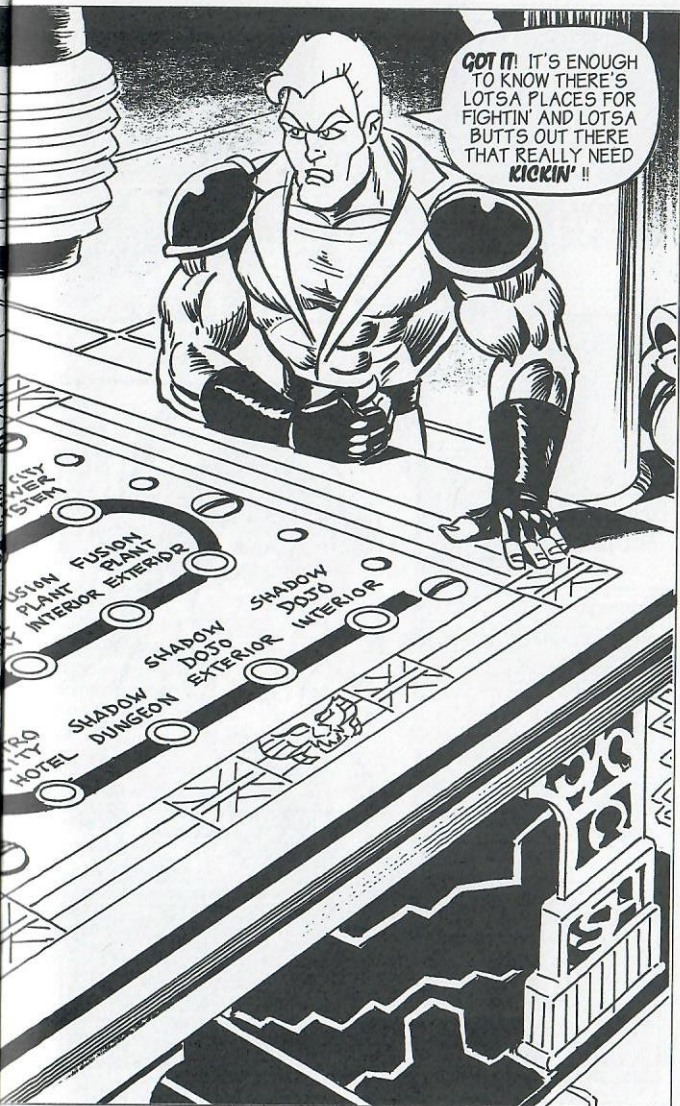
YOU MEAN I CAN FIGHT
ANYWHERE I LIKE?

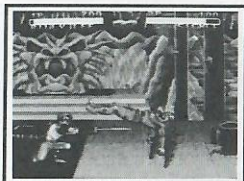
ONLY IN **VS BATTLE** OR
DEMO MODES.



NOTE: IN **TOURNAMENT** MODE
THE COMPUTER RANDOMLY
SELECTS LOCATION AND
ADVERSARY.

IN **QUEST** MODE THE COMPUTER
SELECTS LOCATION AND
ADVERSARY DEPENDING ON WHICH
CHARACTER YOU HAVE SELECTED
FOR YOURSELF. GOT IT?

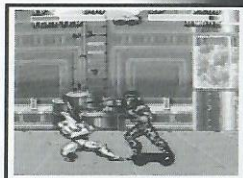




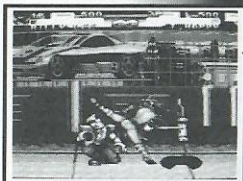
**DRAGON DOJO
INTERIOR**



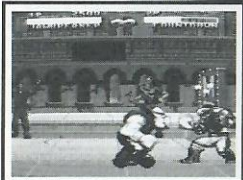
DRAGON DOJO EXTERIOR



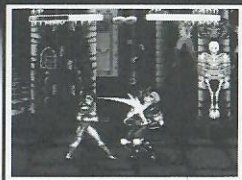
**CHEMICAL
FACTORY**



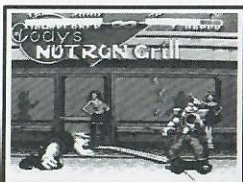
**DUSTY'S
GARAGE**



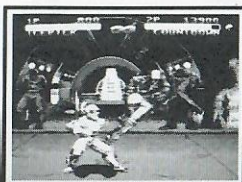
METRO CITY HOTEL



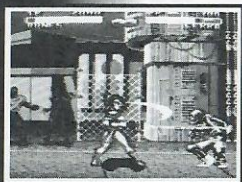
SHADOW DUNGEON



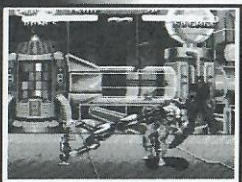
CODY'S NUTRON GRILL



**METRO CITY
SEWER SYSTEM**



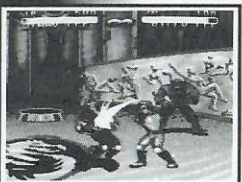
**FUSION PLANT
EXTERIOR**



**FUSION PLANT
INTERIOR**



SHADOW DOJO EXTERIOR



SHADOW DOJO INTERIOR

FIGHT MODES

THE GAME IS DEFAULTED TO **TOURNAMENT** MODE SO THAT ONE PLAYER CAN FIGHT ALL THE VARIOUS OPPONENTS IN THE DIFFERENT LOCATIONS.



TOURNAMENT
VS BATTLE
QUEST MODE
BATTLE DEMO
BOSS FIGHTS
OPTIONS

YOU PICK YOUR CHARACTER AND ATTRIBUTES AND THE COMPUTER SELECTS AN ADVERSARY AND LOCATION FOR THE FIGHT.

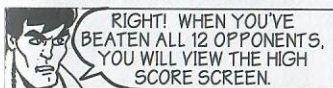
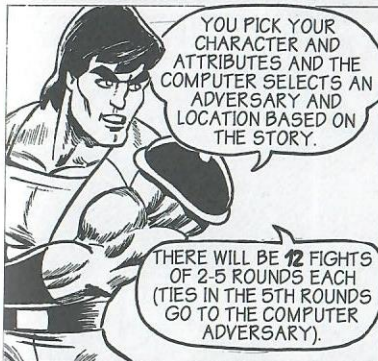


THERE WILL BE **12** FIGHTS OF 2-5 ROUNDS EACH (TIES IN THE 5TH ROUND GO TO THE COMPUTER ADVERSARY).

IF YOU **WIN** YOU GO TO THE NEXT COMPUTER-SELECTED ADVERSARY AND LOCATION.

WHEN YOU HAVE BEATEN ALL 12 OPPONENTS (INCLUDING YOUR EVIL CLONE) YOU WILL VIEW THE HIGH SCORE SCREEN.

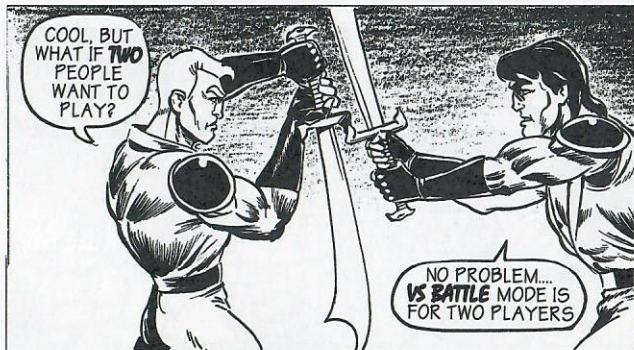
FIGHT MODES



HIGH SCORES	
MYK	678000
ROB	521300
DRY	111200
CRT	77900
ADS	55900



FIGHT MODES



FIGHT MODES

THERE WILL BE
UNLIMITED
FIGHTS OF 2-5
ROUNDS EACH
(3 TIE ROUNDS
PERMITTED).
AFTER EACH
FIGHT YOU'LL
SEE THE
BATTLE STATS
SCREEN.



BATTLE STATS

1P				2P			
W	L	D		W	L	D	
1	0	0	BILLY LEE	0	0	1	0
0	0	0	JIMMY FITE	0	0	0	0
0	0	0	JOHN CARTER	0	0	0	0
0	0	0	HENRICK	0	0	0	0
0	0	0	STANLEY	0	0	0	0
0	0	0	MI JUNE	0	0	0	0
0	0	0	T. HODGSON	0	0	0	0
0	0	0	CURTIS DAWSON	0	0	0	0
0	0	0	SIXON	0	0	0	0
1	0	0	TOTAL	0	1	0	

JUST PUSH
A,B,C, (X,Y,Z)
TO GET THE
CONTINUE /
RESET
SCREEN.



WHAT HAPPENS IF I GET TIRED OF TAKIN' OUT THESE DUDES?

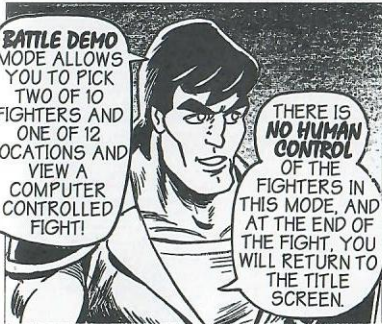


CONTINUE
RESET START
QUIT



BATTLE DEMO
MODE ALLOWS
YOU TO PICK
TWO OF 10
FIGHTERS AND
ONE OF 12
LOCATIONS AND
VIEW A
COMPUTER
CONTROLLED
FIGHT!

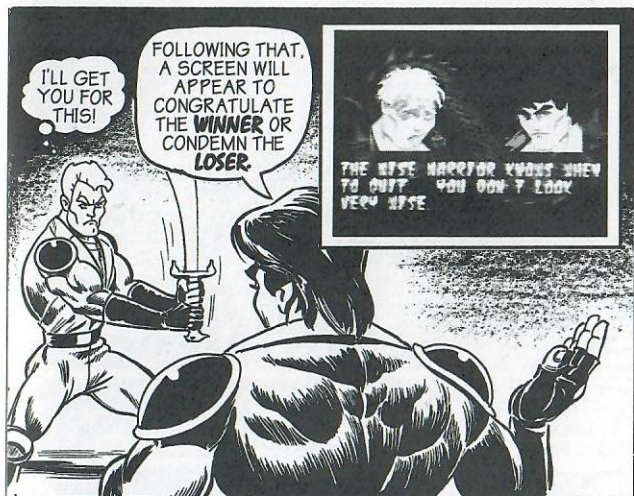
THERE IS
**NO HUMAN
CONTROL**
OF THE
FIGHTERS IN
THIS MODE, AND
AT THE END OF
THE FIGHT, YOU
WILL RETURN TO
THE TITLE
SCREEN.



WELL, HOW
DO WE
KNOW WHO
WINS AND
STUFF?









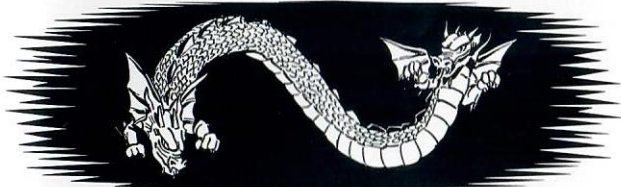
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TRADEWEST
*An Interactive
Entertainment Company*

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